IMPORTANT NOTE FOR APPLE COMMANDERS!!!

CRUSADE IN EUROPE and DECISION IN THE DESERT

The following replaces the second paragraph of Part II, Section C, 2 of the documentation, found on pages 10-11 (CRUSADE) and page 12 (DECISION):

A unit that has been issued an action command can be assigned an objective simply by moving the cursor to the location desired and either pressing the SECOND joystick trigger or pressing "H" (for HERE, as in "MOVE. . .HERE!" or "ATTACK. . .HERE!"). If there is an enemy unit in the objective, the FIRST joystick trigger may be pressed to bring up the enemy's status report, while the second will designate the hex as the objective. The SECOND joystick trigger can be used to designate a hex as an objective even if the hex is presently occupied by a friendly unit, or if the hex is the one the unit itself presently occupies.

CONFLICT IN VIETNAM

The following replaces Part 4b of "How to Issue Orders — Using a Joystick" on page 15 of the manual:

4.b. Objective: Use the joystick to move the cursor to the objective hex. Press the SECOND joystick fire button to set the objective. The FIRST button will display information about the enemy (should you want to check on its strength before committing your troops to attack it.) You can always use the SECOND fire button to set the objective regardless of whether the hex is occupied by enemy or friendly units.

Note that this procedure supercedes the one given in the tutorial in the sixth full paragraph on page 44. Instead of pressing the first fire button a second time to set the objective, press the SECOND fire button after using the first to access the enemy status report.

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